



GOOD TASTE

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GOOD TASTE

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February Meeting - Highlights

Once again, the meeting was well attended, with 19 persons showing up. Two new members joined up, bringing the total membership to 20.

The main item of business was related to establishing a Public Domain library. Members were given a copy of the PD list covering 150 disks. Several members wanted more detailed descriptions of the programs. This would be available on disk for \$3 each (2 disks for use with single-sided drives); the files can be used with First Word etc.

Ed Gierluga demonstrated the disk-of-the-month; as usual, this was well received. Neville Denetto briefly spoke about the memory expansion that he had completed. He also brought along an IBM drive which he had successfully modified for use with the ST; this will be demonstrated at the March meeting.

Phil Moorey gave a very interesting talk on the interfacing of radio signals and computers. He is currently working on a project that will print weather maps and similar FAX transmissions. Phil is a very experienced Ham Radio operator, with the call sign

The highlight of the evening was undoubtedly the adventure games presentation given by Roy Stokes. He traced the history of adventure games, from their early text-only format, to the present-day format where text, graphics, and even voice-synthesis is used.

Our thanks to all of you for making the evening a success.

REVIEWS

(Summarised from Computel, January 1988, p.44...nd)

Plundered Hearts
Nord and Bert Couldn't Make it.

Plundered Hearts addresses romance-novel fanatics by placing players in the role of a beautiful young Englishwoman, who, while travelling to the West Indies to care for her ailing father, has been carried off by a handsome passionate pirate. In this text adventure you encounter crocodiles, lecherous villains, explosives etc.....Amy Briggs, the autho, has thoroughly captured the essence of the romance novel, including all the elements of the genre: love, passion, danger, intrigue, and adventure..... those on the prudish side should be forewarned.....Can it be enjoyed by a man? Certainly - if you don't feel strange reading about your craving for the arms of another man.

Nord and Bert is a collection of eight short stories...this program will delight all who enjoy a play on words. Each of the stories brings into play a different type of word game: cliches, spoonerisms, puns, homonyms, and so on...(this is) one of the most unique software packages of the season.

- it is a collection of stories

- this is the first INFOCOM game that does not need mapping; a status line at the top of the screen tells you which places you can get to next.

..... continued

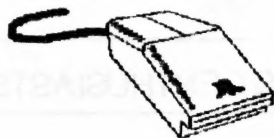
NEXT MEETING -Monday March 28th
Confederation College
Aircraft Maintenance Hangar
Thunder Bay Airport - 7.30 p.m.

PLAN TO ATTEND

- by typing 'HINT' you evoke a new 'help' screen. By highlighting a subject on this screen, you can receive several hints or even the answer, should you choose.

The reviewer, James Trunzo, continues...one element that I found specially appealing was that a story could be completed in one sitting... the stories are humorous...the play on words is excellent, and the various word puzzles are challenging and creative... you can make this game a family affair.

Each program lists at US\$39.95 and is published by INFOCOM.



CLEANING the MOUSE

Periodic cleaning and maintenance of the mouse can keep it working properly. To clean the mouse:

1. Turn it upside down and open the ball cover by sliding it with your thumbs in the direction of the arrows on the cover.

2. Pull the cover off and turn the mouse over with your hand in place to catch the ball. Three metal rollers will now be visible.

3. **Cleaning the rollers:** Use a cotton swab and some isopropyl alcohol (tape head cleaner will also work) to gently clean each roller.

4. **Cleaning the mouse ball:** Use a lint free cloth to clean the ball.

CAUTION: NEVER USE ALCOHOL OR ANY OTHER LIQUID TO CLEAN THE BALL.

5. Remove any dust from the inside of the mouse by gently blowing.

6. Replace the ball, snapping the cover back into place.

(- Ref: *STart, the ST Quarterly, Winter 1986, p.35*)
.....N.Denello

On Mouse mats.....

Using a mouse mat will help reduce wear and tear on your mouse. Following up on a tip that I found in an earlier issue of the British magazine *ST User*, I picked up an on-sale 89c mouse mat at Sears the other day. This is a plastic table place mat, turned over so that the rougher side is used as the mouse surface. Seem to work very well. I'll let you know when I find small pieces of plastic sticking to the mouse ball!!

The cartridge slot.....

Avoid touching the cartridge slot when picking up your computer. The cartridge contacts are exposed and a little too much static electricity could zap the sensitive components in you system.

Play it safe; only touch the plastic case.

ANATOMY OF A DESK ACCESSORY

- condensed from an article by Philip I. Nelson, *Computel*, January 1988, pp76/77

- prepared by N.Denello

A desk accessory is one of those gadgetry little programs that lives in the Desk menu in the upper left corner of the screen. Whether you are running a GEM application or just noodling around on the desktop, accessories are ready and waiting to be used. This feature is not the same as true multitasking, since an accessory completely freezes the main application while it is active, and you cannot have more than six accessories in memory at one time. But it is a working, practical scheme. As a result, nearly every ST owner has a collection of favourite desk accessories.

GEM can never be sure which process may be running at a given moment. Right now, you may be running a word processor, but two minutes later you might pull down the control panel accessory to adjust the keyboard speed, and soon after you might call the Install Printer accessory for printing a document.

Some kind of interprocess communication is needed to keep processes from tangling with one another. The actual work of scheduling applications is done by GEM itself. But it is the job of each individual process to avoid tripping others.

The very first call is a function called *app_init*. It says, "here I am, GEM". - *menu-register*, which follows, is the equivalent of registering at a hotel. After this call, your accessory has an official place in the Desk Menu, including a unique menu ID number. Once registered, every good desk accessory is expected to go to sleep until awakened. But the accessory first tells GEM what it's unique wake-up calls are like. Several further functions are needed for the accessory to perform correctly, many of them being quite complex.

An accessory spends nearly all of its time in this peculiar wakeful rest in which it 'receives the benefits of sleep and do the effects of watching'. Eventually, someone chooses the accessory from the menu. Immediately, GEM recognises the call, and wakes up the dormant accessory.

Note one final singularity of desk accessories: they run for ever in an endless loop. After the accessory wakes up and does its business, it immediately re-enters the loop. This everlasting quality calls for some extra caution in programming. An accessory should follow a good neighbour policy, never hogging unnecessary resources or making irrevocable changes. If it allocates memory, it should release all that memory before going to sleep.

**WANTED
CONTRIBUTIONS TO
YOUR
NEWSLETTER**

ST-PC HARDWARE EMULATOR!

INTERVIEW WITH SCOTT KALISH OF PARADOX.

Paradox is putting the finishing touches on there IBM AT emulator right now. This is a hardware unit that connects to the ST at the DMA port and uses it as a terminal only. It'll have it's own ports, slots, RAM and CPU.

The Paradox ST-PC Hardware Emulator was developed by Dan Rosengarten and should be available in April or May. It runs at 4.77 or 10 MHZ, comes with 256k RAM expandable to 640k, and runs using the ST drive or Paradox's own 5 1/4 inch drive.

Following is an Interview I had with Scott Kalish of Paradox Enterprises inc.

E.G.- Your earlier software based IBM emulator did not get very good reviews, and really wouldn't run very much IBM software at all.(this can be excused to some extent seeing it was the first emulator of this type for the ST) How is your new product regarding compatibility?

S.K.- No compatibility problems at all, maybe one or two with the BIOS, one program I know of is written for the Phoenix BIOS, it was a university that made it, and it would not run on any other BIOS,only the Phoenix BIOS. We're writing our own BIOS, it won't be Phoenix or Ward, it'll be our own. So there might be one or two snags with that, but there going to be minor. There should be no problems with normal programs written for normal IBMs.

E.G.- How would you compare your product with PC-Ditto?

S.K.- Honestly, I'm not that familiar with it. I've seen a few programs run on it. I've seen Jet and it updated the screen about every 3 seconds, so PC-Ditto is obviously much slower, which is a problem with software based emulators.

E.G.- Is this a fairly barebones machine, what type of capabilities are built in?

S.K.- Ok, you see, what this would be is a co-processor to the 68000, the 68000 will think that the 8088 is its co-processor and the 8088 will think that the 68000 is its co-processor. Both co-processors will use there own memory. There will be no memory sharing. Each can run at its own pace, the board speed will be 10 MHZ.

E.G.- Will the IBM and ST run simultaneously?

S.K.- Thats correct, thats the whole object of doing it as a co-processor, basically you could have lotus running on the IBM part of it, and VIP running on the ST part of it.

E.G.- So I guess you could say it would be multi-tasking?

S.K.- Thats right, thats why there is no memory sharing, they have to have there own memory.

E.G.- Ok, Expansion slots, what type of expansion slots does this have?

S.K.- Ok, the board it self will have none, it will have a connector such as you can hook expansion slots up to. Right now we have 3 different designs, one has 2, one has 4, and the other has 8 expansion slots, The reason for the difference is that each IBM card is about 4 1/2

inches tall by 13 1/2 inches long, so when you get 8 of them together your going to understand how big that suckers going to be. so we're not sure what the best size for it is to be. Whether to have 8 or 2? So there'll be expansion slot capability via this unit plugging into the box.

E.G.- Ok, so your going to sell an IBM box, and the expansion box will be sold separately?

S.K.- Thats right. The first box will simply plug into the back of the ST, it will not be a box perse, but simply an extension of the ST by 2 inches.

E.G.- I'm running on a mega ST2, is your IBM box compatible with it?

S.K.- We are planning on it. Right now its only been tested with the 520 and 1040 ST, but there shouldn't be any reason for it not to be compatible.

E.G.- Some of my uses for it might be in desk top publishing, data bases etc.

S.K.- Right, plus if you put an EGA card in an expansion slot you can get an EGA monitor, or even a BGA, you'll have those capabilities.

E.G.- How about handling graphics, games, etc?

S.K.- There'll be two different models of this unit. With the colour monitor it will be hooked up to a CGA card (colour graphics adaptor card) If you have a monochrome atari monitor then you'll have to use the hercules card. If you have the monochrome monitor you won't be able to run games, it will be just like an IBM monochrome monitor.

E.G.- Will the CGA card be built in?

S.K.- Yes, thats correct. It will be built in the board and included for the price of \$350.00.

E.G.- What if you have both the colour and monochrome monitor?

S.K.- What you would have to do is , get the expansion board and then plug in the opposite card, either colour or monochrome depending on which system you decided to go for.

E.G.- What would be the price for the expansion board?

S.K.- It should be around \$80.00. All it really is, is a shell with slots inside it. This should be the price for the 8 slot expansion board.

E.G.- As far as compatibility would you compare it to other IBM clones, say stand alone clones?

S.K.- Yes, see this is an actual clone perse, the only thing its doing is using the atari for the keyboard, the monitor and the drive. I've seen it running lotus, dbase, and framework and it worked fine. The problem with software based emulators is that programers know many tricks and you can't guess at all those tricks ahead of time, where as this will be pure hardware, and the hardware will know how to deal with these tricks ahead of time.

E.G.- You say its multi-tasking, will you need special software to mplement it?

S.K.- No, its contained within the BIOS, but there will be

extra software to change it around and do different things with it.

E.G.- Anything more to add?

S.K.- Not really, were still mainly playing around with the prototypes. Its not due out until the second quarter.

E.G.- If you were going to put a % rating to it, How IBM compatible would you say it was?

S.K.- I would say 99% The only things that wont be able to run are those written specifically for certain BIOS. Those programs written for the IBM in general, in other words, the programs that are sold just on the market should run, those written by universities etc. for a specific bios might not. Our product will be an actual clone, so it should be as compatible as a normal clone.

E.G.- For the expansion board can you plug in any ibm card, including hard drives, modems etc?

S.K.- Yes hard drives, or video cards, or serial port etc.

E.G.- Could the ST portion share the IBM hard drive, modem etc?

S.K.- At the moment the ST portion can share the hard drive.

E.G.- Thus you could use an IBM hard drive and save money.

S.K.- Exactly. As far as the modem goes, I don't know off hand.

E.G.- Will it work with any MS DOS?

S.K.- Yes, MS or PC DOS, thats correct.

E.G.- Will DOS be included?

S.K.- No, not at present, although that might change by the time it actually reaches market.

E.G.- Anything else?

S.K.- No, that about sums it up.

Thus ends my interview with Scott Kalish of Paradox. As you can see Paradox seems to have a very interesting product which I'm sure many ST users will be interested in. For more info you can contact:

Paradox Enterprises Inc.
Tucson, Arizona.
Phone: (602) 721-2023

I also noticed that at least one company is taking orders on this product already. Computer Success is asking \$339.00/or \$449.00 with one 5 1/4 inch drive. They can be contacted at:

Computer Success,
PO Box 3031, Wayland Square,
Providence, RI, 02906.
Phone: (401) 751-0038

* all prices mentioned in this article are in USA funds.

E. Gieruga



DISK OF THE MONTH

The March disk of the month represents a very good value to all club members, as it contains some very good utilities.

Following is a list of the programs that can be found on the March disk of the month:

CASSETTE\CASSETTE.PRG- This is a program which creates cassette labels that you can put inside your cassette cases to indicate the contents of your tapes. You will also find the doc file for the above program in the same folder.

DM-SHOW\SLIDSHOW.PRG- This is a great graphic demo of the new dungeon master game by FTL. The program is set up to use with a 1040 st, if you are using a 520 st read the read_me.now file contained in this folder. It tells you how to set up this demo so that it will run on the 520 st.

FASTCOPY2\FCOPY2.PRG- This is a great sector copier and although to look at it you might think its a commercial program it really is in the public domain. It will also allow you to backup some of your commercial programs and do extended formats. This is the same program that I use for the library because it is very fast and because of its ability to make multiple copies after it reads the original only once. All in all I find this a very well done and versatile sector copier and one worth adding to your own personal library.

VISCLONE\VC.TTP- This program is a spread sheet calculator ("visicalc-like"). Visicalc was the spread sheet of choice before lotus 123. This program works in much the same way as the above two programs. The manual for visclone is also contained in this folder. So if you want to use a spread sheet but do not want to pay the \$100 to \$300 dollars which is usually asked for this type of programs well than heres your chance.

FORMAT.TOS- This is another extended formatter. It will give you near 400K single sided and 800K double sided.

Either fastcopy or visclone would be worth the cost of this disk, but you get both plus all the other programs for only \$4.00. The disk will be available at our next meeting Monday, March 28th and will be demonstrated at that time.

E. Gieruga

SUBMARINE SIMULATORS FOR THE ST.

Ed has requested that I do an evaluation of three submarine simulation games, "GATO", "SILENT SERVICE" and "SUB BATTLE SIMULATOR". I can't claim proficiency in all three as I personally prefer "SILENT SERVICE" and "SUB BATTLE SIMULATOR" therefore I haven't spent as much time using "GATO".

"GATO" being one of the first sub simulation games, if not the first, is naturally rougher than the newer ones. Graphics are a good example "GATOs" are quite simple with one glitch I've noticed, a ship will visually appear right in front of your sub. when it is actually on the other side of the island. Your periscope is limited to four views and for any finer adjustments it requires turning the entire sub. Controlling the sub. and weapons is quite simple and perhaps simple would be the best way to describe "GATO". If "GATO" is the first submarine simulation game that you play I'm sure you will find it just as enjoyable as I did. However once you play "SILENT SERVICE" or "SUB BATTLE SIMULATOR", well there is really no fair comparison.

Both "SILENT SERVICE" and "SUB BATTLE SIMULATOR" have very good to excellent graphics and good battle sounds. You may find it a bit confusing at first having to shift between several screens that both these games use to give you, the Cap't, information. Once you've played them a bit the shifting will become second nature. Both games use a combination of mouse and key board commands to operate the sub. and carry out your mission.

"SILENT SERVICE" allows you to choose between Target Practice, Convoy Actions and War Patrol. Before being allowed to go on War Patrol you first have to pass a test on target identification for Japanese Destroyers. All games take place in the Pacific Theater and you Cap't an American Gato/Trench class submarine. T.D.C. {Torpedo Data Computer} at the higher levels is quite realistic and will require some Target Practice to become proficient.

"SUB BATTLE SIMULATOR" allows you to choose between American Subs. of various types in the Pacific Theater and German U-Boats of various types in the Atlantic Theater. You can also choose the year of the War that you want a mission in. Or you can try your luck at commanding an American or German Sub. from the onset of the War until its end. Using the SAVE AS option will help.

I would recommend both "SILENT SERVICE" and "SUB BATTLE SIMULATOR" for graphics, realism and ease of play with a bit of preference towards "SUB BATTLE SIMULATOR" for ease of play.

If you feel you might like to try a sub. simulation game you can't go far wrong with either "SILENT SERVICE" or "SUB BATTLE SIMULATOR".

I understand that there is another sub. simulation game that is suppose to be even better than "SILENT SERVICE" or "SUB BATTLE SIMULATOR", its called "UP PERISCOPE" but I'm not sure if it's out for the "ST" or if it is indeed better I guess we'll just have to wait and see.

K.A.Ritchie

Atari News Update - from Genie's St report

Along the line of the hardware hacker, I was speaking to the fine folk at Happy Computing. Seems there are some undocumented features to the new cartridge they are producing. The "Discovery Cartridge" although not a mere cartridge, is as we all know designed to copy software of any format out there as long as you have the proper drive. Within this gem is 2 eprom sockets for programs that the users wishes to install within the cartridge itself, and some things they recommended would be custom menus and utilities. He also mentioned that one could install Macintosh roms, and with a bit of rewiring, use it with Magic Sac. Since there is a thru-port on the Discovery Cart I hope users will support the monumental efforts of David Small, and still purchase the original Magic Sac cartridge. I have to admit that even the fact that they mentioned its proposed possibility of use as a Magic Sac makes me question the intent of their product. Other options available to the user via this cartridge are much more palatable to this writer.

ATARI TO UNVEIL UNIX-LIKE SYSTEM (Feb. 22)

Look for Atari Corp. to use the stage of next month's Hanover Computer Fair in West Germany for the coming-out party of its new low-cost Unix-like, 68030-based workstations.

Computergram International newsletter reports that the workstation is based on Whitesmiths' Idris system which Atari licensed last year. In addition, the newsletter reports it hears that Atari also will introduce a desktop publishing system for under \$5,000, "getting close to the price of a good laser printer alone."

The publication says the system will be composed of the Mega computer, the SLM804 laser printer and Atari Deskset software. "The software is claimed to put true WYSIWYG (what you see is what you get) on the screen," CI says, "and page formatting will be handled inside the computer rather than on the printer, 1 meg of memory being dedicated to laser printer commands."

QMI Update

ST-TALK Professional (\$29.95)

QMI has been supporting the Atari ST since 1985 with the release of the original ST-TALK modem program. The new GEM version, ST-TALK Professional, brings advanced features and simplicity to the Atari ST at a very low price.

DeskCartl (\$99.95)

Lots of functions in a little package, DeskCart gives you 14 Accessories and a battery-backed Clock in a plug-in ROM cartridge. The hardware & software product includes: a calendar/appointment book, notebook, calculator, cardfile, typewriter, address book/dialer, vt-52 terminal, keyboard macros, ramdisk, disk utilities, print spooler, control panel, screen dump and memory test. The clock hardware sets the system date and

time automatically each time you power up.

BB/ST (\$49.95)

Powerful on-line bulletin board system. BB/ST offers infinitely programmable prompts, menus and system configuration. The "tree" structured message system organizes message threads with up to 128 main discussion topics.

There's electronic mail, on-line polls and batch file transfer protocols.

BB/ST may be further customized with script language files and external TOS programs running on-line.

ProTablet ST (\$395.00)

This Professional Graphics Tablet replaces the mouse device for virtually all CAD and graphics programs. ProTablet uses a comfortable drawing pen and digitizing tablet with an active area of up to 8 x 12 inches. All cables and driver software are included in the complete package.

SPCNews Desk

(Kyodo News Service)- February 17, 1988. Last week Atari aquired court injunctions against six companies for infringing it's copyrights and patents.

In the court injunction, agents of Atari seized over \$64,000 worth of pirated goods.

Kyodo, a Japanese News Service reported "The six companies were alleged to have brought in Taiwanese copies of the Atari 2600 video games and software game cartridges."

Apple Computer took the same legal action earlier in conjunction with a new copyright law in Singapore.

Kyodo is part of NewsNet which can be accessed through Compuserve and the IQuest area. IQuest reviewed in 1986 in ZMagazine.

NEWS FROM PRACTICAL SOLUTIONS.

Mouse Master, from Practical Solutions Inc., is another innovative switchbox that allows you to instantly select either your mouse or joystick (or other controller) in port 0. A switch on top does the swapping for you! Additionally, port 1 is brought out to make all the ports easily accessible.

Mouse Master requires no separate power supply and comes with a non-detachable double cable that plugs directly into both of your Atari's mouse/joystick ports. It's 26" length makes it comfortable to set-up and use whether you're right or left-handed!

The stylish case (measuring approx. 4.25" x 2.5" x 1.5") is custom molded and color matched to the ST. All at an attractive price!

Mouse Master is available now at a retail price of \$39.95. For further info contact:

Practical Solutions, Inc.
1930 E. Grant Rd.
Tucson, AZ 85719
Phone: (602) 884-9612

Dungeon Master Update

Because of popular demand for MORE Dungeon Master, FTL games will release in early March a new Dungeon Master mini-adventure. This new mini-adventure works as an expansion disk to the Dungeon Master disk you already have. All current and future owners of Dungeon Master will be able to use this disk to continue the adventure.

The expansion disk will be available to all registered owners direct from FTL (price to be announced.) If you haven't sent in your registration card yet, do it today! For more info contact:

FTL Games
6160 Lusk Blvd. Suite C-206
San Diego, CA 92111
(619) 453-5711

Also available in March will be a comprehensive guide to Dungeon Master adventuring written by Tracy Hickman creator of the popular "Dragon Lance" series for TSR Inc. and of the "Dark Sword" series for Bantam Books. This booklet contains over 60 pages of DM hints about advanced play style, effective combat techniques, puzzle solving, mapping, magic, and more! Available soon from your local dealer. Suggested retail \$12.95.

The adventure continues with FTL!

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